**Word Puzzle V2 Reflection Activity**

Question 1 [4]

List two simple statement kinds and two compound statement kinds (**excluding function definition**) that were used in your V2 code. [4]

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| --- | --- |
| **Two simple statement kinds used:** | **Two compound statement kinds used:** |
| Assignment statement | If statement |
| Return statement | For statement |

Question 2 [6]

Provide an example from your code for each instance of the four statement kinds you listed in Q1 in order (simple, simple, compound, compound). For the compound statements, highlight the header(s) in yellow [6]

|  |
| --- |
| **wingame = Window("Word Game", 450, 500)** |
| return progress\_string |
| if guess.lower() in secret and guess !='':   wingame.draw\_string("Good job! You found the word " + secret +  "!",0,current\_line)  current\_line += wingame.get\_font\_height() else:   wingame.draw\_string("Not quite, the correct word was " + secret +  ". Better luck next time",0,current\_line)   current\_line += wingame.get\_font\_height() |
| for letter in secret:  if letter == correct\_letter:  progress\_string += ' ' + correct\_letter   else:  progress\_string += ' \_' |

Question 3 [3]

How would you need to modify your code if the rules for this version were changed so that you only displayed the “success” message if the player guessed a letter which occurred **more than once** in the secret word? For example, with the word ‘kiwi’, the player should see the success message if they guess an ‘i’ , but **not** if they guess ‘k’ or ‘w’. [3]

match\_count = 0

for char in secret:

if guess == char:

match\_count += 1

if guess.lower() in secret and match\_count > 1:   
 wingame.draw\_string("Good job! You found the word " + secret

+ "!",0,current\_line)   
 current\_line += wingame.get\_font\_height()

else:   
 wingame.draw\_string("Not quite, the correct word was " +

secret + ". Better luck next time",0,current\_line)   
 current\_line += wingame.get\_font\_height()